

Rite Publishing Presents

# Book Of Monster Templates



By Steven D. Russell







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# Book of Monster Templates Free Preview

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**Dedication: To Lisa Stevens**  
For giving us all a chance

*“Every monster is the hero of its own story”*

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# Bloody Maw Creature

Consuming your enemy can grant you power; one can simply look at the devourer, the ghoul or the vampire to know the truth of this. Yet, in a world of magic, even more extraordinary things can happen. When vessels of eldritch and sacred theurgy belonging to one's foes are consumed sometimes a change occurs, either by chance or by the will of the gods. This change grants great power to a creature that seeks to increase its power by consuming yet greater objects of might. Bloody maw creatures are beings that have eaten a magical item, without destroying it, and have been cursed with a supernatural hunger for more. A bloody maw creature must continue to consume magic items or starve to death. Most bloody maw creatures welcome this burden because of the power it brings them.

## Creating a Bloody Maw Creature

"Bloody maw creature" is an acquired template that can be added to any living, intelligent creature that has eaten a magical item that belonged to a foe (referred to hereafter as the base creature).

A bloody maw creature uses all the base creature's statistics and special abilities except as noted here.

**CR:** +1

**Alignment:** Change the creature's alignment to any evil.

**Defenses/Qualities:** It gains darkvision 60 feet, DR 10/magic and silver, low-light vision, regeneration (fire and silver, equal to the base creature's Constitution bonus, minimum of 1)

**Melee:** A Bloody Maw gains a bite attack if the base creature didn't have one. Damage for the bite depends on the bloody maw's size (see Natural Attacks in the Pathfinder Bestiary). Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Special Abilities:** A bloody maw gains the following special abilities.

**Jaws of Severing (Ex):** Upon a successful critical hit with the bloody maw's bite attack against a creature one size category smaller than the bloody maw, that opponent must make a Fort Save (DC 10 + half the bloody maw's HD + the bloody maw's Strength modifier) or lose a portion of its extremities (primarily a hand), suffering a -4 circumstance penalty to all attacks, saves and checks due to extreme pain until the damage dealt is healed. The bloody maw can swallow any one-handed weapon, or similarly sized object, (wand, rod, etc.) along with any jewelry worn on the limb (rings, bracelets, and bracers.) At the end of the first

round following the loss of its extremity, the victim takes 2d6 points of damage, on the end of the second round the victim is reduced to -1 and is dying. This effect can be halted with a heal check (DC 15) or by any form of magical healing. Creatures immune to critical hits are immune to this effect. 1/day a bloody maw can choose to automatically threaten a critical hit. Use of this ability must be declared before the attack roll is made and counts as a use of this ability.

**Belly of the Beast (Ex):** A bloody maw swallows any extremity it severs with its jaws. Once inside, any magical items that the extremity bore (rings, daggers, bracers, etc.) are placed in a second stomach. The Belly of the Beast can hold one magical item for every HD the base creature possesses; all others are expelled one way or another. The bloody maw may attempt a Use Magic Device skill check on any one item held in its second stomach. This is a free action, usable once per round. The items function properly as if they were worn or held in the proper place. Favored items of the bloody maw are: *wands of slow* (DC 17), *ring of invisibility*, *ring of the ram* (1d6, +12 bull rush), and *bracers of armor*.

**Abilities:** Increase from the base creature as follows: Str +4 (+2 to attack and damage, +2 to Climb and Swim skill checks, +2 to Strength, and CMD checks, +2 to CMD, +2 to the DC of Jaws of Severing and any of the base creature's Strength-based DCs)

**Skills:** The base creature gains Use Magic Device as a class skill and gains bonus ranks in that skill equal to its HD. It also gains a +8 racial bonus on Use Magic Device checks and can always choose to take 10 on a Use Magic Device check, even if rushed or threatened

**Treasure:** double standard (Belly of the Beast)



## Jaws of Winter

**Bloody Maw Winter Wolf CR 6 XP 2,400**

NE Large magical beast (cold)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +11

### Defense

**AC** 19, touch 10, flat-footed 18

(+2, armor, +1 Dex, +7 natural, -1 size)

**hp** 57 (6d10+24) regeneration 4 (fire and sliver)

**Fort** +9, **Ref** +6, **Will** +3

**Immune** cold, **DR** 10/magic and silver

**Weaknesses** vulnerability to fire

### Offense

**Speed** 30 ft.

**Melee** bite +12 (1d8+9 plus 1d6 cold and trip)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** belly of the beast (*wands of slow* (DC 17), *ring of the ram* (1d6, +12 bull rush)), breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, Reflex half DC 17), jaws of severing (Fort DC 20 negates),

### Tactics

**Before Combat** Jaws of winter always seek to activate any passive defensive items in its belly. They wait to attack from surprise till they have identified a magic item worth consuming.

**During Combat:** These wolves often trigger their jaws of severing the first round, both to gain the use of a powerful magical item and to terrify their foes.

**Morale** Jaws of Winter flee if they feel they are overmatched, if they discover their opponent is immune to critical, or cold damage.

### Statistics

**Str** 24, **Dex** 13, **Con** 18, **Int** 9, **Wis** 13, **Cha** 10

**Base Atk** +6; **CMB** +14; **CMD** 25 (29 vs. trip)

**Feats** Improved Initiative, Run, Skill Focus (Perception)

**Skills** Perception +11, Stealth +4 (+10 in snow), Survival +5 Use magic Device +6;

**Racial Modifiers** +2 Perception, +2 Stealth (+8 in snow), +2 Survival

**SQ** belly of the beast (bracers of armor +2, ring of invisibility)

**Languages** Common, Giant

### Ecology

**Environment** cold forests and plains

**Organization** solitary, pair, or pack (6–11)

**Treasure** double standard



*A wolf the size of a bear looks down at you, its snow white fur is stained with dried blood; its eyes gleam like bits of dark metal, as do its viciously sharp teeth.*

### Description:

*"We did not enter this world as monsters. My kind were but ignorant beasts attempting to hunt, eat, mate, and survive long enough to see our children grow strong. Then came the uprights; they fenced off our territory, slaughtered our prey, told foul and untrue stories of our exploits, saying we murdered grandmothers in their beds, destroyed buildings and hunted the builders. In the end we predators became the prey, hunted for our very pelts. Soon though, the prey learned to pray. Our howling cries of remorse were answered by the night in which we ran. The Running Fire, whom you call the Adversary, gave us a gift that would defend our people from the uprights. We became what we were accused of being."*

-Excerpt from *A Wolf's Tale* by Illarg the Jaws of Winter, as translated by Qwilion of Questhaven.



Look into your tales of yore, those passed down to you by the fey folk, and you will find us staring back at you. We are the bloodstained beasts of your nightmares. Our dark, bloodstained pelts make us look like the snow after a fresh kill. You will not mistake us for some common wolf for we have eyes that shine like your tools and steel and teeth to match. We are larger and more muscled than your slave four-footed mounts you call horses.

Once we cared for only three things: food, mating, and our children. Now my kind will starve, travel alone, and abandon life and den, simply to kill a single upright who has spoken ill of a wolf. We are the wrath of the innocent who has done no wrong. No slight against a wolf is too small to avenge with blood.

We wish simply to return to the old ways, to sate our bloodlust for our enemies and to return to a peaceful life at home. Yet the uprights forever conspire against our people. In our tales, we speak of the coming of a messiah who will show us how to return to the ancient traditions; many await that day and try to herald its coming.

You know stories of my people, there is the story of Lorarg whose pack was captured and enslaved during your first war to fight upon the side of life, never bothering to discover if we would have fought upon that side willingly. I myself have taken the hand of The Last Warlord; the scepter of the fallen emperor still resides within me.

## Lore

(Knowledge Arcana)

**Common (DC 15):** This magical beast is called a Jaws of Winter; it seeks vengeance against those beings that walk upon two legs.

**Uncommon (DC 20):** Other creatures similar to this are known as "the bloody maw"; read excerpt from A Wolf's Tale.

**Rare DC (25):** These creatures are canines extremely at home in the cold and in the darkness of the night; they often deal a vicious bite that can amputate a fully grown human's hand. Jaws of Winter have a gift for using any kind of magic item, especially those they have consumed.

**Obscure (DC 30):** Only weapons of silver or fire can keep jaws of winter dead, and they are extremely susceptible to fire.

**Epic (DC 40):** An all but forgotten ancient legend says that if a jaws of winter forgives a human man on the winter solstice, at an alter of

fire that all the jaws of winter shall be transformed back into normal wolves again.

## Monstrous Feats

**GREATER BELLY OF THE BEAST [Monstrous]**  
You can control magic items you swallow even if they are attended objects.

**Prerequisites:** Belly of the Beast, Swallow Whole

**Benefit:** You can use your Belly of the Beast ability to negate all magical items used by creatures you swallow whole (as if they had been successfully dispelled). You can also use these items as per belly of the beast with a successfully use magic device check even if its ability is negated in its belly.

**VORPAL BITE [Monstrous]**

Your maw is so dangerous that it can behead opponents.

**Prerequisites:** Jaws of Severing, 15 Hit Dice,

**Benefit:** if you are at least two size categories larger than your opponent your jaws of severing function as if they had the vorpal weapon property except you opponent receives a Fort Save (DC 10+1/2 your hit dice + your Strength Modifier) to negate the effect.

## Ecology Encounter (EL 12)

It is summer on the open tundra or plains along with bringing monsoon like rains. The normally white coat of the Jaws of Winter has become darker causing the local merchants who travel the trade route that crosses this area to confuse them with normal worg wolves. Also, with their broad winter paws, they are able to run across mud with little to no difficulty, much to the frustration of the local military and militia patrols. The Illarg pack (8 full grown jaws of winter) have also developed an advantageous relationship with an awakened murder of crows that have the natural ability to detect magical items. The merchants and soldiers have only seen them after the fact feasting on the dead bodies.

**Encounter Enhancements:** Nighttime, Rain, Shallow Bogs, Deep Bogs, Quicksand, Small Hedgerow maze.

**Twist:** The majority of the very small treasure is in the bellies of the 3 wolf pups back at their den which has a number of hidden entrances in the hedgerow maze.



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# In The Company Of Bargoyles

A 1<sup>st</sup> - 20<sup>th</sup> level player character racial class



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